

## **Menus**

### **Document**

*Open File* -Has the same effect as selecting "File" on the Inspector panel.

*Save Data* - Saves the currently visible data (only the set selected in the inspector) into an ascii x<tab>y<tab>z file.

*Generate RIB* - Generates a .rib file of the currently displayed plot. Keep in mind that files generated for surface overlays may be overwritten when this occurs.

*Photoreal TIFF* - Generates a photoreal version of the plot on the screen and puts it in a TIFF file.

*Density EPS* - Generates an .eps version of the current density/contour plot.

### **Tools**

Opens the named window if you've closed it. The color panel is the only window that isn't opened when the program starts.

### **Print**

*Page Layout* - Brings up the standard page layout panel.

*Print 3D* - Prints the 3D display. Printing is done photorealistically. This can take quite a while (up to 20-30 min for a sufficiently large and complex plot). The image won't appear in the print

queue until rendering is complete. If you are using overlays do NOT print more than one image at a time or the surface maps will be corrupted. The current size of the window on the screen does affect the size of the printed image.

*Print Density* - Prints the density/contour plot. Again, the size of the plot on the screen affects the size of the printed image.

## **Hide**

If the plot is spinning when you hide, Plot3D will continue to eat up large amounts of CPU time.